

AMENDMENTS TO THE CLAIMS

Claim 1 (Currently Amended): A computer gambling game, comprising:

at least one initiator code related to ~~enoding~~ an outcome and a game seed; and
a computer program reading the game seed to generate sequences of game states;
wherein said sequences of game states are matched to the outcome to yield game outcome-game seed pairs, allowing that a predetermined outcome is reachable ~~may be reached~~ by a plurality of game seed-outcome pairs.

Claim 2 (Previously Presented): The computer gambling game as recited in claim 1, wherein the game seed is indexed in a look-up table and has an index value related to said at least one initiator code; said computer program retrieving the game seed by computing the index value using a related initiator code.

Claim 3 (Previously Presented): The computer gambling game as recited in claim 2, wherein said at least one initiator code is related to an index value using a one-way algorithm.

Claim 4 (Previously Presented): The computer gambling game as recited in claim 1, wherein said at least one initiator code is in the form of symbols printed on a lottery ticket.

Claim 5 (Previously Presented): The computer gambling game as recited in claim 4, wherein said lottery ticket is an instant play lottery ticket.

Claim 6 (Previously Presented): The computer gambling game as recited in claim 4, wherein said lottery ticket further includes a control number to validate the predetermined outcome corresponding to said initiator code provided on said lottery ticket.

Claim 7 (Previously Presented): The computer gambling game as recited in claim 2, wherein said look-up table further includes at least one false entry.

Claim 8 (Previously Presented): The computer gambling game as recited in claim 2, wherein said look-up table is encrypted using an encryption algorithm.

Claim 9 (Previously Presented): The computer gambling game as recited in claim 8, wherein said encryption algorithm uses said at least one initiator code corresponding to said game seed as an encryption key.

Claim 10 (Previously Presented): The computer gambling game as recited in claim 2, wherein said look-up table also includes, for each index value, the predetermined outcome corresponding to its respective game seed; and said computer program simulates said sequence of game states corresponding to the at least one initiator code before executing said sequence of game states; said simulation of game states generating a simulated outcome; said computer programs executing said sequence of game states corresponding to the at least one initiator code if the simulated outcome corresponds to the predetermined outcome corresponding to the retrieved game seed.

Claim 11 (Previously Presented): The computer gambling game as recited in claim 2, wherein said look-up table also includes, for each index value, the initiator code corresponding to its respective game seed; said initiator code being compared to initiator codes in the look-up table; said computer program retrieving the game seed only if said initiator code corresponds to the initiator code in the look-up table corresponding to the retrieved game seed.

Claim 12 (Previously Presented): The computer gambling game as recited in claim 1, wherein said computer program is written on a computer-readable media.

Claim 13 (Previously Presented): The computer gambling game as recited in claim 12, wherein said computer readable media is a CD-ROM.

Claim 14 (Previously Presented): The computer gambling game as recited in claim 1, wherein said computer program is downloaded via a computer network.

Claim 15 (Previously Presented): The computer gambling game as recited in claim 1, wherein said at least one initiator code is downloaded via a computer network.

Claim 16 (Previously Presented): The computer gambling game as recited in claim 1, wherein each sequence of game states defines an adventure game.

Claim 17 (Previously Presented): The computer gambling game as recited in claim 1, wherein each sequence of game states simulates a conventional casino game.

Claim 18 (Previously Presented): The computer gambling game as recited in claim 1, wherein each sequence of game states defines a gambling game.

Claim 19 (Cancelled)

Claim 20 (Cancelled)

Claim 21 (Previously Presented): The method for generating a computer gambling game as recited in claim 36 further comprising shuffling the game seeds before storing the game seeds in the look-up table.

Claim 22 (Previously Presented): The method for generating a computer gambling game as recited in claim 36, further comprising storing false entries in the look-up table.

Claim 23 (Previously Presented): The method for generating a computer gambling game as recited in claim 36, further comprising storing in the look-up table the determined game outcomes corresponding to their respective game seeds.

Claim 24 (Cancelled)

Claim 25 (Previously Presented): The method for generating a computer gambling game as recited in claim 35, wherein said providing initiator codes comprises storing the initiator codes in a computer-readable database.

Claim 26 (Previously Presented): The method for generating a computer gambling game as recited in claim 36, further comprising:

indexing the game seeds in the look-up table and assigning an index value to each game seed; and relating a corresponding initiator code to the index value via a one-way algorithm.

Claim 27 (Previously Presented): The method for generating a computer gambling game as recited in claim 26, further comprising storing the corresponding initiator code in the look-up table.

Claim 28 (Previously Presented): The method for generating a computer gambling game as recited in claim 27, wherein said storing the corresponding initiator code comprises generating a corresponding initiator code in the form of a binary value; said method further comprising translating the initiator code in the form of symbols to be printed on an instant play lottery ticket.

Claim 29 (Previously Presented): The method for generating a computer gambling game as recited in claim 28, further comprising generating a control number to be printed on the lottery ticket for validating said predetermined outcome corresponding to the corresponding initiator code.

Claim 30 (Currently Amended): A method for playing a computer gambling game, comprising:

providing an initiator code related to encoding a predetermined game outcome and game seeds;

acquiring a computer program that generates a plurality of sequences of game states from the game seeds;

installing the computer program on a personal computer;

running the computer program; and

inputting the initiator code in the computer program;

whereby the computer program uses the initiator code to select sequences of game states that correspond to the predetermined game output and executes the selected sequences of game states to yield the predetermined game output.

Claim 31 (Previously Presented): The method for playing a computer gambling game as recited in claim 30, further comprising downloading via a computer network the initiator code from a lottery site before inputting the initiator code in the computer.

Claim 32 (Currently Amended): A computer-readable media to play a computer gambling game, comprising:

an initiator code related to ~~encoding~~ a plurality of game seeds and predetermined game outcomes;

a computer program to execute a plurality of sequences of game states leading to one of the predetermined game outcomes; and

a look-up table storing game outcome-game seed pairs

Claim 33 (Cancelled)

Claim 34 (Previously Presented): A computer-readable media as recited in claim 32, wherein said look-up table is encrypted.

Claim 35 (Currently Amended) A method for generating a computer gambling game, said method comprising:

setting game parameters;

providing initiator codes ~~encoding~~-related to game outcomes and game seeds;

providing a computer program, said computer program generating sequences of game states from the game seeds; and

comparing the sequences of game states to the game parameters to yield game outcome-game seed pairs;

whereby a given game outcome is obtainable by a plurality of different sequences of game states.

Claim 36 (Previously Presented): The method for generating a computer gambling game as recited in claim 35, wherein said comparing the sequences of game states to the game parameters to yield game outcome-game seed pairs comprises storing game seeds that correspond to a sequence of game states leading to one of the determined game outcomes in a look-up table.

Claim 37 (Previously Presented): The computer gambling game as recited in claim 1, wherein said at least one initiator code is randomly related to the game seed.

Claim 38 (Previously Presented): The computer gambling game as recited in claim 1, wherein said game seed and said outcome are linked by a unidirectional relation.